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Stop and Resume Game, Initialization

Stop Game

● When in town

You can save on the world map, as well as when you open the Resume Adventure List and select "Save".

● When in a dungeon

Call up the system menu with the Start button, and select "Record Adventure" to save data.

Resume Game

Select Game Start at the title screen to automatically load data and resume game play.

● World map

If you saved on the world map, your party at that time will resume from Bistola.

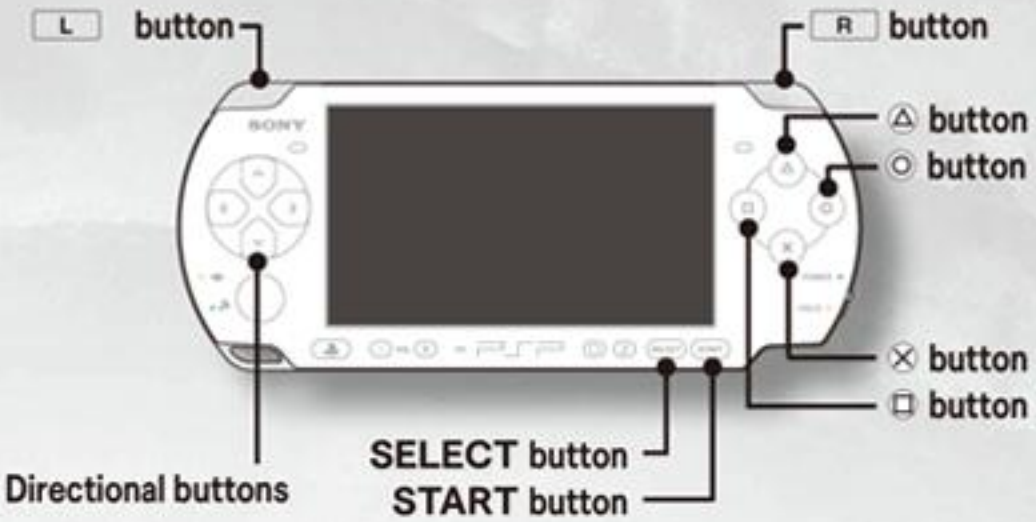
● Inside a dungeon

If you saved in a dungeon, please select a party to resume game play from the save menu in the world map.

Game Initialization

After deleting all characters from the Training Grounds, if you re-select "Delete Adventurer", the game will initialize.
Please take note that items and everything thing else in the game will be deleted.

Controls



Title Screen

× button START button	OK / Skip Opening

Character Input

Directional buttons	Move cursor
× button	OK
○ button	Cancel / Erase one character
R button	Switch character list
L button	Switch character list

Menus

Directional buttons	Move cursor
× button	OK
○ button	Cancel

Equipment

× button	Go to weapon select screen while equipped and compare equipment
○ button	Exit equipment screen
△ button	Display item details
□ button	Remove items from currently equipped locations

Dialogue

× or ○ button	Show all messages at once

Moving in a dungeon

Up button	Advance
Right button	Face right
Left button	Face left
Down button	Look back / Back down (Change in Options)
⊗ button	Advance / Kick down door
○ button	Open camp menu
△ button	Inspect what's in front of you
□ button	Display automap
START button	Open system menu
R button	Strafe right
L button	Strafe left

Combat

Directional buttons	Move cursor
⊗ button	OK
○ button	Cancel
△ button	Check combat status
□ button	General attack
R button	Repeat command
L button	Pause battle log

Others

SELECT button	Save screenshots on "Memory Stick Duo™" or "Memory Stick PRO Duo™" (hereafter referred to as "Memory Stick")

Special Controls for the □ button in Each Scene

Displaying message	Automatic text feed
After Training Grounds bonus points have been accrued	Bonus points regeneration
Camping	Shortcut controls to finish camping (only if possible)
Inn	Repeatedly push ○ for the same effect (hold down for continuous stay)

You can push the L button + R button + Start button simultaneously to perform in-game reset and return to the Title screen.

Trangelda

▼ Marcia's Bar

You can form and disband parties here.

▼ Meermark's Inn

You can recover strength and magic power here.In addition, if you have an Alchemist, you can use the Alchemy Warehouse for a fee.

▼ Orlando's Shop

You can buy, identify, remove curses and make repairs.

▼ Ildorah's Temple

You can recover status abnormalities and revive characters here. You can also rescue parties that have been wiped out in a dungeon.

▼ Trangelda Castle

You can request an audience with the king or view various picture books here.

▼ Training Grounds

You can register characters here. You can change jobs, as well as your name.

▼ World Map

You can move to a dungeon or another town. You can resume your game, save and configure the system.

How to Play

1. Register characters at the Training Grounds. Previously registered character can be added to parties.
2. Form a party at Marcia's Bar.
3. Request an audience with the king at Trangelda Castle and receive instructions on the first trial held at the Kradia Caverns.
4. If you have plenty of money, order equipment at Orlando's Shop.
5. Entering dungeon from world map. At first, you can only go to Kradia Caverns, but as the story progresses you will be able to roam the world freely.
6. Check camp status once you enter a dungeon.
7. In dungeons there are many traps to obstruct your path, as well as monsters waiting in the midst. Carefully assess your party's abilities and proceed with caution. Also, the monster guarding the burial chamber is holding a treasure box. If a treasure box appears, use a character that has thief skills to unlock the treasure box.
8. When your party gets tired (low HP, number of remaining spells get low, etc.), return to town while you can. Depending on the dungeon, the step you take may be your last one.
9. Recover at the Meermark Inn. It is possible for characters that have amassed a lot of experience to level up.
10. Items that you acquired from treasure boxes can be appraised and sold at Orlando's Shop.
11. You can send characters that have died or have been afflicted by status abnormalities to Ildorah's Temple once you return to Trangelda. Recover by giving an offering or picking up a character.
12. Re-enter a dungeon and explore.
13. If you acquire a special item, report it to the king.

The basic premise of this game is to repeatedly do this and gather events and items.

Face Load

Face Load is a function that takes images from your computer and loads them into the game via a "Memory Stick". You can use any image you like as your "Character Icon".

Applicable image formats

[Size] 48 x 48 dot
[Number of Colors] 256
[File Formats] BMP, PNG

- For BMP files, depending on in-game option items, you can select whether to treat blue = RGB (0, 0, 255) as transparent.
- Tranmissive portions of PNG files will be displayed transparently.

*Common BMP and PNG formats are supported, but that does not mean that all BMP and PNG formats are supported.

How to incorporate images

1. First, prepare an image on your computer that you want use for Face Load and then process to one of the aforementioned formats.
2. Connect your computer to the PSP® system with a USB cable, then place into the "PICTURE" folder inside the "Memory Stick". (If there are no folders inside the "Memory Stick", please create one.)
3. Put the "Elminage Original ~ The Dark Sorceresses and the Rings of the Gods ~" "UMD" into the PSP® system and start.
4. Select Face Load at the Title screen.
5. As shown in the diagram to the left, the data that is currently being fetched will be displayed. Please choose a location in which to place it.
6. When a location has been selected, valid data in the "PICTURE" folder in the "Memory Stick" will be listed.

At this time, an error message will appear under the preview on the right side of the screen when images are of an unsupported file format.
Once successfully transferred, push the ⊗ to return to the Title screen and select Game Start.

If you have created a character at the Training Grounds, when you select a face icon, select "Face Icon Select - Face Load" and you can use the image you transferred.

Sound Load

This is the feature you can customize BGM as much as you like. Sound volume can be changed also.

■ Prepare Your Files

You need MP3 or WAV files for ready to use Sound Load, and copy them to MUSIC folder in your "Memory Stick".

> *WARNING*
> Not every MP3 or WAV files are acceptable for this feature. If it is unique format, long file name or file name with special characters, it will be unable to use.

You can find Sound Load menu in World Map screen.

■ Select Music

Select music from the list of the left, and then choose a file you like to change from the list of the right.

■Change Volume

Select the music from the list of the left then press R button. When the cursor is on the volume level, press Up or Down button to change volume.
While pressing □, you can change all music volume at once.
Press L button if you want to go back to the music list.

■Restore Default Music

To restore default music, select the music then press △, and choose Yes. It will reset volume setting, too.

> *WARNING*
> FACE LOAD and SOUND LOAD are not available to PS Vita system.

Bad Status Effects

The following describes various status ailments that can occur during an adventure. Light status ailments are cured automatically during combat, when walking around a dungeon, when returning to town, etc. Serious status ailments (paralysis, petrifaction, death, being turned to ash) can be cured by returning to town and taking the affected character to the temple. Please recover by going to the temple or by picking a character up and having them recover on their own.

Sleep	Cannot enter command. When being attacked by the enemy, they will hit you the total amount of times without fail.
Poison	Command input enabled. You will receive damage when you perform an action.
Paralysis	Cannot enter command. AC will be forced to 10.
Silence	You will not be able to cast spells.
Confusion	Both friend and foe will be attacked indiscriminately.
Charm	Cannot enter command. Both you and your allies will be attacked.
Petrify	Stunned and incapacitated.
Curse	Actions can only be performed at 1/2 capacity.
Afraid	Self-healing, but actions can only be performed at 1/2 capacity.
Deaths	Incapacitated.
Turned to Ash	Incapacitated. Failed to revive from death. If you fail to revive again while in this condition, your character will be lost.

Compass

Use the compass when you are in a dungeon and find key items like the Jewel Ring and Ring of the 5 Gods. Finding these items is the object of this game. You will receive "Fame" when you complete sub-events. Once you have enough Fame from using the "Dedicate Fame" command, you can devote yourself to various Gods and will be able to search for items that correspond to the God to which you devoted yourself. After devoting Fame; when exploring with a compass, a search light will be emitted from the compass. There will be treasure wherever the light points to. You can switch between search targets via the "Search Settings" when there are multiple searchable items.

Tarot

● About Tarot

Only Intermediate Class "Entertainers" can use Tarot Cards. Tarot effects are divided between "Immediate Effects" and "Continuous Effects". Tarot can be used during combat, and after the battle is over the effects will disappear.

● Immediate Effects

When a Tarot Card has been drawn, the card's effects will be applied to all members of your party. After the effect has been applied, the battle will resume as normal.
*(Example) If you pull a Tarot Card that causes enemies to fall asleep, after they fall asleep, the battle will resume as normal.

● Continuous Effects

When a Tarot Card is drawn, all actions that follow will continuously affected. Effects cannot be removed, but if another Tarot Card with continuous effects is drawn, it will override it.
*(Example) If a Tarot Card with the effect Stop Spells is drawn, as long as it is not overridden by another continuous effect, it will stop spells from being cast until the end of the battle.

Draw success rate

The following 2 describe the range of application for Tarot.

★ Only effects enemies or allies
★ Affects both friend and foe

If the drawn Tarot Card fails (when the card us upside down), "Tarot that only affects enemy or ally" will conversely affect both friend and foe. Furthermore, if you pull "Tarot that affects both friend and foe" and it fails, there will be no effect. If you keep drawing Tarot Cards, your success rate will drop. Tarot Success Rate is displayed in the game, and can be recovered if you stay at an inn.